



# QUE

Considered to be the parent of checkers comes a variation of Quirkat ( also known as Alquerque or Qirkat)



Similar rules to checkers but games are much faster and pieces can move/jump orthogonally too.

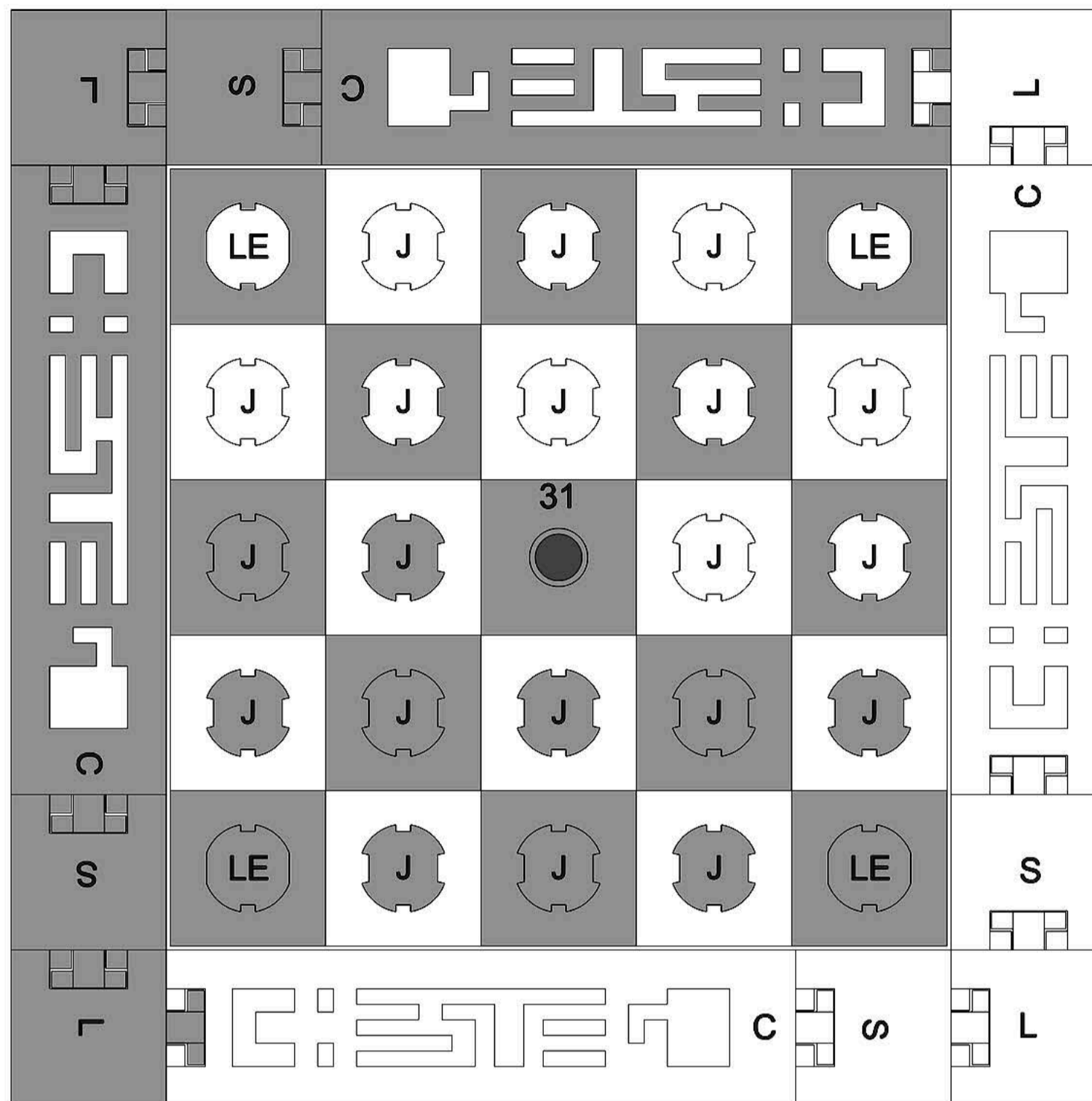
## RULES AND OBJECTIVES:

- 5x5 board
- If a capture is possible it must be made, or else the piece is removed if the opponent calls it.

## WIN CONDITION:

- Remove all of your opponents pieces.

# BOARD SETUP:




## PIECE RULES

**J JUMPER 10**



- Can Jump or Move diagonally forward or left or right
- Can be promoted to one of 5 max Leapers if Jumper reaches the other side.

**LE LEAPER 2**



- Leapers can Move and Jump in any direction.
- Maximum of 5 pure Leapers.
- If you get to the back of the enemy line and have no leaper to promote to you have to wait there.